
**DOLPHIN
SAILING
SIMULATOR
III**

**ADDENDUM
TO USER'S MANUAL
VERSION 1.12
FEBRUARY 1993**

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Dear User,

The Original Dolphin Sailing Simulator was created in 1987 when we released Version 1 for 8086/88 computers with 4 color CGA graphics. It was refined in several releases to become a World Class system with tens of thousands of users worldwide.

DOLPHIN SAILING SIMULATOR III is a re-write for the nineties generation of Personal Computers. The system has features and 256 color VGA screens that require large graphic storage areas and hi-speed processors to run properly. We recommend a 386/486 class machine with VGA. Though some users are happy with 286 machines, the system runs best on machines with more than 20 Mhz of speed.

In addition to 256 color Graphics and faster performance, many views, screens, details and features have been added;

- Greatly expanded HELP screens including Glossary of terms.
- Cockpit has four views (forward / port / aft / starboard).
- Navigation Station has multiple views with Radar & Charts.
- COACH view has been added with control over both vessels.
- Full '3-D polygonal objects & landscapes' in all views.
- 'Virtual Reality effects' with moving hands, waves, etc.
- Lookout includes a 'mini-chart' for quick reference.
- More functional radar, also added into other views.
- Tillers, wheels, centerboards and motors are offered.
- Harbor, docking and maneuvering operations included.
- 'Customization' for Clocks, Configuration and Displays.
- 'User-Created-Voyages' in the library of standard voyages.
- Shopping spree has been added during the outfitting stage.
- Active Options ICON DISPLAY function on most screens.
- Performance evaluation expanded, with ranks & promotions.
- Includes groundwork for several future enhancements.

This addendum highlights changes in the operation of the system, and new features, BUT, IT DOES NOT replace the User's Guide.

We created this system to help refine sailing skills with REAL boats & charts. It's designed to create an experience...NOT mimic a boat! Our goal is still safe boating...SO...Let's learn how to use this new system so we can practice SAFE SAILING!

GOOD SAILING!

...THE DOLPHIN CREW

DOLPHIN SAILING SIMULATOR III

VERSION 1.12 FEBRUARY 1993

----- HIGHLIGHTS -----

Operation is like the Original Sailing Simulator (refer to pages II-4 and II-5 of the USER'S GUIDE), with extras, and changes...

- Basic System Functions are still selected by Function keys [F1] thru [F4], supplemented with [esc], [enter] and menus.
- The primary functions, or crew positions, are still selected by function keys [F5] thru [F10], supplemented by menus.
- The [F10] Zoom function has been replaced with the [F10] COACH function, and radars have been moved onto other screens.
- The number of secondary functions and views have been expanded, [tab<] & [tab>] keys select most secondary functions.
- The BOAT is still controlled by the number/cursor keys, but a number of alpha keys provide new capabilities.
- Sail SHAPE and TWIST can only be changed from the Sail Trim screen [F5]
- HELP screens are still shown in BASIC TRAINING, but they are now controlled by a two-window menu system, selected by [F1].
- The [k] key selects ON-LINE HELP on keyboard options, and the [d] key selects Active Options DISPLAY, anytime.

This addendum highlights changes in the operation of the system, and the new features. However, it DOES NOT replace the Simulator User's Guide...which has the terminology, complete instructions, a section on HOW TO SAIL, and Keyboard Templates.

Use the USER'S GUIDE for more detail, and to find AUTHORIZATION CODES to run anything other than a DEMO. Please cut out & trim the TEMPLATES to fit your keyboard (note that [F10] has been changed to COACH view, [tab<] and [tab>] access secondary views, and SAIL SHAPE and TWIST can only be changed in TRIM [F5].

NOW, LET'S BEGIN !

----- INSTALLATION INSTRUCTIONS -----

NOTE...USE THESE INSTRUCTIONS TO INSTALL VERSION 1.12 !

The Installation instructions in the original USER'S GUIDE (refer to Part I, pages I-2 to I-10) provide many options that are not needed with this Version. This Version MUST be installed on Hard Disk on a 386 or 486 machine, so it is much easier...

- EITHER...
- [1] Place Master disk in drive A: or B;
 - [2] type A: or B: to place control there,
You will see A:> or B:> prompt)
 - [3] type INSTALL and follow the instructions.
(the first disk will load, then ask you to insert the Voyage disk, which will then load.)

- OR...
- [1] Create DOLPHIN directory on hard disk...
(for example... MKDIR DOLPHIN)
 - [2] Switch to DOLPHIN Directory...
(for example... CD\DOLPHIN)
 - [3] copy both disks into the DOLPHIN directory,
(for example... COPY A:.*)

NOTE: We have enclosed a no-charge version of the Original Sailing Simulator for those Users with an older or less powerful machine. You can still enjoy the system until you have access to the machine needed for this version. Please use only the Users Guide and store this Version until you upgrade hardware.

----- TECH NOTES -----

The INSTALL procedure is a simple DOS BATCH file, that copies the disks into the DOLPHIN Directory on Drive C:. Nothing Magical is happening, and you can modify or control the procedure however you wish, or place the system on any drive or in any directory.

SAIL3.BAT is a simple DOS BATCH file, designed for you to modify easily if you need to disable TSRs or memory resident routines before executing the system, then Re-Enable them before exiting back to DOS. This may avoid setting up separate AUTOEXEC.BAT routines for your normal operations and your sailing operations.

----- GETTING STARTED -----

NOTE...USE THESE INSTRUCTIONS TO RUN VERSION 1.12 !

Startup instructions in the original USER'S GUIDE (refer to pages I-2 to I-10) provide options that are not used with this Version, which MUST be installed on your hard disk. It is much easier...

STARTUP: [1] type CD\DOLPHIN (switch to DOLPHIN directory)
 [2] type SAIL3 (to RUN simulation)

Once it starts, you will normally see a screen with Dolphins, and a copyright notice. It may go slowly the first time until the software automatically guesses what speed the machine runs.

HOWEVER! If a screen with a clock comes up, use the [+] or [-] keys to set the SIMULATOR CLOCK speed, so the sweep hand of the clock moves about the same speed as a watch's sweep hand. Usually the CLOCK's value should be close to the speed of the machine (i.e. value = '20' for 20 megahertz CPU). The clock screen came up because something about your machine caused the software to believe it is unusual, (too fast/too slow, etc.) and it wants you to confirm it is OK before proceeding. (See page 16 for details.)

THESE ARE THE ONLY OPTIONS, IF ANYTHING ELSE HAPPENS, CALL US! Sometimes there are problems, usually due to conflicts with other software on the machine. If the system does not seem comfortable and easy to use, or too slow or fast, we are pleased to help correct the problem... PLEASE CALL US AT (215) 269-6800.

Enter your INITIALS (the same each time) to set up your skipper's file. (refer to page II-2 thru II-3). After that, you may hit [ENTER] to step through, accepting the default answer to each option. After sign-on, you can RE-START an unfinished voyage exactly where you left, using the same initials!

If you hit [enter] without initials, you can enjoy an endless DEMO to see how it works. To exit the DEMO, press [esc] until you reach the menu, then [esc] to exit. The next time you start, just enter your initials and run the system under your control.

----- GENERAL SYSTEM FUNCTIONS -----

The first four function keys control General system functions;

- [F1] HELP screens, plus Customization and other functions.
- [F2] MAIN MENU, including EXIT
- [F3] FREEZE until another key is pressed
- [F4] BACKUP, RETURN, RESTART

The [y], [n], [enter], [esc], [tab<], [tab>], and [bksp] keys handle most other functions and needs throughout the system. Many other activities, including MENU selection, are handled or supplemented with the CURSOR control Keys, so it's easy to use!

On any menu, use CURSOR/NUMBER keys to select items...then hit [enter] or [Y] for 'YES', to activate that selection.

HELP FUNCTIONS ----- [F1]

The [F1] key takes you to the HELP MENUS, displayed in two windows. The Primary select is the upper left hand window, and each Primary select has a Secondary Menu shown in the right hand lower window. Select from the active window (white with red border) with the cursor control or number keys, then activate your selection with the [enter] or [y] keys. The [esc] returns from the function to the secondary menu, and another [esc] will return you from the secondary to the primary window. Another [esc] will return you to the screen from which you selected [F1].

HELP screens are shown in BASIC TRAINING, which have been expanded to include terminology and directions on sailing, navigation, and rules of the road, as well as use of the system. Refer to the end of the Addendum for 'Customization'.

The standard function keys ([F2] - [F10]) operate as usual, except when you are in BASIC TRAINING, from which all returns or escapes will return you to the originating chart selection screen.

You can review the HELP screens anytime, but ALSO REMEMBER... Press the [k] key for HELP on keyboard options on any screen.

FREEZE ----- [F3]

In most functions, the [F3] key will 'freeze' the system exactly as it sits, permitting you to take a break, plan your strategy, or quickly review the manual!

----- GENERAL SYSTEM FUNCTIONS -----

MAIN MENU ----- [F2]

The [F2] function key displays the Main Menu, where a number of options can be selected. (Refer to page II-24 of User's Guide).

----- SCORING, RANKS & PROMOTIONS -----

Start as a ROOKIE & sail through 8 RANKS to COMMODORE. If you lose the vessel or crew member the Voyage is over! The system tracks scores for selection/judgment, Navigation, Helmsmanship, and General Skills, based on boatspeed, sail selection, screen use, close calls and disasters. (Refer to pages II-22 and II-23.)

The system tracks a total of eight skippers and their scores. You see a summary of your score whenever you exit the system, but the menu also permits you to select a detailed performance analysis of the scores for all the skippers, so you can see how you are doing in comparison to others and your own history. Just press [F2] for the Menu, and select performance analysis.

Promotions and Demotions are performed when you select EXIT or PERFORMANCE EVALUATION. It is easier to get promoted at lower ranks than at higher ones, and you may have to go back and sail a voyage over several times to get promoted to Commodore.

RESTART ----- [F4]

The RESTART function causes the system to 'BACK-UP' to the last function you used. This may seem a bit strange, since the 'Last Function' may not be the 'last screen', but it usually chooses what you 'thought' you wanted to do, not necessarily what a rule book says it should do. For example, pressing the [F4] key while on the Voyage Disk select screen restarts the last voyage you were doing! (RESTARTING that which you were selecting... a voyage!) IT DOES NOT go back to the last screen with the question 'Do you want basic training?' This seems reasonable, but it may not be perfectly logical.

Other functions also 'back-up', for example, sail trim is usually done after sail set, which is after sail selection. However, a [tab<] or [bksp] will 'back-up' from sail trim to sail set to sail selection, but a [F4] would back-up to the last function you were doing before striking the [F5] key, such as COCKPIT view. After a while, you will become comfortable with the approach, but it will be easier if you experiment a bit with the differences between the [F4] and the [tab<] or [bksp] operations, since all of these switch to other screens, permitting you to 'back-up'.

VOYAGE DISKS ----- [F2]

The system includes the first VOYAGE disk, Chesapeake Challenge, but eight VOYAGE DISKS are available, each with 8 VOYAGES and a DEMO. Select a Voyage Disk from the main Chart with Cursor Control or number keys, and press [enter] to enable the selection (refer to Page II-7).

A History and Background of the selected area can be reviewed if you choose, just use the cursor control or number pad keys to move forward or backwards in the book.

The FIRST TIME a new VOYAGE disk is used, each skipper must enter an AUTHORIZATION CODE from the Users Manual.

VOYAGE SELECTION ----- [F2]

Each Voyage Disk has eight (8) Voyages and a DEMO available. Select the Voyage you want from the Menu (refer to page II-8).

After trying our library of voyages on a VOYAGE disk, you may design your own VOYAGE, just select [F1] & 'Customization'. Follow instructions carefully, designing your own voyage is a challenge! The custom Voyage is saved with your initials, and will be used anytime you select Voyage #8 on that Voyage disk.

After selecting a Voyage, more information will be presented, and you will be asked for an AUTHORIZATION CODE if it's the first time you use this Voyage Disk. Just look-up a letter on the page, paragraph & position, when asked by the system, and enter it. (Don't count spaces.)

DIFFICULTY LEVEL ----- [F2]

After picking a VOYAGE DISK and a VOYAGE, check the course & weather. You will be asked for a DIFFICULTY LEVEL (1-9 /easy-hard) each time you start a new Voyage. Just enter a number (1-9), and press [enter].

The difficulty level controls many functions within the system. For example, a low difficulty level (1-3) suppresses some of the more difficult operations, such as sail trim and harbor operations, and a level of one (1) presents helpful keyboard templates everytime you select a new crew position (hit a function key).

----- PLANNING FUNCTIONS -----

BOAT SELECTION ----- [F2]

(Refer to page II-11) Each time you pick a Voyage, you must also select from 4 BOATS with different SAIL inventories & Handling characteristics to fit your Tastes, Voyage & conditions... (except now, the boats have engines as well)...

BOAT	SIZE	INVENTORY	
CATBOAT	14 Ft	1 sail	TILLER
CATAMARAN	18 Ft	2 sails	TILLER
SLOOP	29 Ft	5 sails	WHEEL, RADAR
KETCH	42 Ft	7 sails	WHEEL, RADAR

(TILLER steers opposite from WHEEL)

As the boats sail by, just hit the [Y] key to SELECT the boat you would like to sail... DON'T PANIC IF YOU MISS! The boat will come back around again, or if you're in a hurry, you can press the [tab<] or [tab>] keys to jump back/forth between them!

You can even change your mind and select a different boat, once the boat is sailing, just hit the [F2] FUNCTION key or [esc] to get the MAIN MENU to RE-SELECT or RE-OUTFIT your boat.

----- OUTFITTING -----

At higher difficulty levels, you will be asked to select the supplies to fit your CREW, BOAT & VOYAGE. Just use CURSOR/NUMBER keys to select items... then hit [enter] or [Y], to buy the item for your inventory. Hit [esc] to quit the shopping spree.

----- STARTING THE VOYAGE -----

After Outfitting, you will automatically move into the foredeck operations [F5] to select and set your sails for larger vessels, or skip past that step for smaller vessels or lower difficulty levels. Either way, you will eventually start the Voyage from the TACTICAL VIEW [F8], either in a Harbor or in an open sailing area, at the beginning of the course.

----- SUMMARY; FUNCTIONS & VIEWS -----

Crew positions (Functions) still define the group of screens (Views) you select. YOU act as each crew member and you switch screens to get ALL the jobs done! Jobs are harder/easier with difficulty levels.

BOAT & EQUIP...	quartermaster	select & outfit vessel
SAIL SET/TRIM...	foredeck crew	select, set & trim sails
LOOKOUT VIEW...	lookout	Binoculars w/ mini-chart
NAV STATION...	navigator	Instruments, Radar & Chart
TACTICAL...	tactician	aerial views with zoom
COCKPIT VIEWS...	helmsman	Instruments, hands & lines
COACH'S VIEW...	coach	View from a chase boat

SORRY...NO Galley! (But then you can't be a Galley Slave either!)

----- FUNCTION SELECTION -----

Pick crew position with [F1]-[F10] keys and VIEWS with [tab<] & [tab>] keys. Experiment with FUNCTION keys across top of keyboard...

[F1]	[F2]	[F3]	[F4]	[F5]	[F6]	[F7]	[F8]	[F9]	[F0]
\ Menu	\ Restart	\ Lookout	\ Tactical	\ Coach					
Help	Freeze	Trim	Navigation	Cockpit					

OR...	Help	[F1]	[F2]	Main Menu...Exit
on left side	Freeze	[F3]	[F4]	Restart
of keyboard...	Sail Trim	[F5]	[F6]	Lookout
	Navigation	[F7]	[F8]	Tactical
	Cockpit	[F9]	[F0]	Coach

----- VIEW SELECTION -----

Functions are extended with TWO important and often used keys, which select different VIEWS in each FUNCTION (Crew Position);

[tab<] (left) ZOOM IN, LOOK left, SCAN left, MOVE chart, etc.
[tab>] (right) ZOOM OUT, LOOK right, SCAN right, MOVE chart, etc.

FUNCTION (Crew Position) ACTION & VIEWS

FOREDECK...	PICK sail select / sail set / sail & boat trim
LOOKOUT ...	SCAN left / right with binoculars
NAVIGATOR...	PICK station / radar / chart / course change
TACTICIAN...	ZOOM-IN/-OUT Navigation / Tactical / Intercept
HELMSMAN ...	PICK forward / port / aft / starboard views
COACH...	MOVE chase boat left / right...change view

----- SUMMARY; BOAT & SCREEN CONTROLS -----

Control Boat or screen actions with CURSOR/NUMBER PAD keys. The keys mimic real vessel controls...the cursor/number keypad represents a cockpit with a wheel & 3 winches...

ease sails	[[7]]	[[8]]	[[9]]	ease sails
steer left	[[4]]	[[5]]	[[6]]	steer right
tighten sails	[[1]]	[[2]]	[[3]]	tighten sails
	fore-sail	mid-sail	aft-sail	
	winch	winch	winch	

OR... (number keys across TOP of Keyboard also work!)

[[1]]	[[2]]	[[3]]	[[4]]	[[5]]	[[6]]	[[7]]	[[8]]	[[9]]
tighten sails	steer boat	ease sails						

A winch handles any line for the sail that winch services. Two keys control each winch and it's associated sail and lines...

- fore-sail winch	[1] / [7]	tighten/ease
- mid-sail winch	[2] / [8]	tighten/ease
- aft-sail winch	[3] / [7]	tighten/ease

Steer with wheel or tiller but REMEMBER a boat turns until rudder is centered! Two keys control the wheel...

- steer left	[4] / [6]	steer right
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----- OTHER KEYS -----

[d] Display active options	
[e] Engine on/off	[r] Radio on/off
[h] Horn...one honk	[s] Sound effects on/off
[k] Keyboard options	[t] set Trim option

[n] No in answer to question	[y] Yes in answer to question
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[enter]	'OK' or selects HI-lighted item, or DEFAULT.
[esc]	EXIT or RETURN to last screen.

FOREDECK CREW ----- [F5]

As in the Original, (pages II-12 thru II-15), once outfitted, you select, set and trim your sails. Select foredeck operations for sail selection, set and trim, anytime with [F5]. Now, [tab<] and [tab>] keys permit you to move between these foredeck functions easily. At low difficulty levels, functions are skipped when starting, but you can select them later with [F5].

----- SAIL SELECTION -----

SELECT SAILS to fit Boat, heading & conditions, at the beginning of the voyage (or reselect ANYTIME by pressing [F5]). Smaller vessels have fewer, or no options. Once on the select screen, use CURSOR/NUMBER keys ([1], [2], [3] or [7], [8], [9]) to SELECT SAILS stored in up to three (FORE-MID- AFT-) sail lockers as inventory for the boat. (refer to page II-12).

----- SAIL SET -----

SET, RAISE or FURL SAILS for the heading & conditions at the start of the Voyage (or reset ANYTIME by pressing [F5] key). Get to the SAIL SET screen , then use CURSOR/NUMBER keys ([1], [2], [3] or [7], [8], [9]) to adjust the (FORE-MID- AFT-) sails to fit conditions. (If too much speed or heel, set smaller sails, or REEF the sails selected. If NOT SATISFIED with the Sail SET, or the wind changes, adjust it later! (refer to page II-13).

----- TRIM -----

The trim screen shows an overhead view of the boat, with sails, apparent and true wind direction, and all necessary information to control trim, but the simulation is STATIC! Do not rush! The boat is NOT moving, so you can work on the sail trim as much as you like. (Refer to pages II-14 & II-15). You can TRIM Boat & Sails for heading, speed & conditions, ANYTIME!

When you start, TRIM TYPE is angle of attack, as it is for all other screens. Use [T] to choose the TRIM TYPE (Angle of Attack, or Shape, or Twist, or Center of Gravity), then use cursor/number ([7] [8] [9] / [1] [2] [3]) keys to EASE/TIGHTEN TRIM on a sail.

NOTE; the [alt] plus a number key [#] does not change SHAPE/TWIST in this, or other crew positions. In this version, you must go to [F5] FORE-DECK function to change shape or twist of the sails.

Hit [t] to pick trim BOAT, then use cursor/number keys to move the center of gravity fwd/aft, left/right, in effect, moving the crew's weight around.

LOOKOUT ----- [F6]

In the LOOKOUT you see further than in the COCKPIT, use it to see detail & to get FIXES. (Refer to page II-19). The Display Option is always active in LOOKOUT.

Hit [M] to 'Mark' a fix on an object for Navigation & mark the chart. Each 'fix' is stored and displayed with each new 'fix' on a portion of the chart that ZOOMS out of the screen.

You can move the Binoculars to SCAN LEFT with [tab<], or SCAN RIGHT with [tab>]. The cursor/number keys now control the vessel and sails, as in all other screens, so now you can operate the vessel from the lookout view if you choose.

NAVIGATOR ----- [F7]

The NAV STATION has Charts, Radar, Instruments, and controls of all other screens. (Refer to pages II-16 to II-17)

The NAV CHART is always at bottom of the Instrument panel & you can pick it UP/DOWN with [tab<] or [tab>]. A circle indicates your current location. Check the CHART every few minutes to confirm position & progress. (Refer to page II-20)

COURSE SET: From the NAV STATION, hit [tab<] or [bksp] to pull up the full Navigational Chart and set a new course, after a leg by leg description (Start.. end), the COURSE is plotted with TIDE & WIND data. Type the new course (1-360 deg), which will then be plotted and confirmed. (Refer to page II-10)

Press [tab>] to select the RADAR, centered on your boat. Land shows as lines, Boats as Squares & Nav-aids as Triangles. Circles show range of an object, with direction around the edge. Use [tab<] or [tab>] to ZOOM IN/OUT (change RANGE) from 2-8 miles. Cursor/number keys control the boat as usual.

TACTICIAN ----- [F8]

Once you are outfitted, the system automatically starts you out in a Harbor or Tactical view. Use any of these TACTICAL VIEWS to pilot (using the same controls as other screens), but you look down on your boat & nearby action. (Refer to page II-21). Boats are larger on Tactical screens, so it may LOOK like you sail over land & boats, and everything moves much faster than real time!

Other traffic ignores you, so watch out! If you get close to another vessel, the system will automatically ZOOM-IN, since your boat shows too large on the screen, so you can better see what is happening... don't let it confuse you!

ZOOM-IN or ZOOM-OUT with [tab<] or [tab>] keys to get a feel for distance (from NAV CHART to Tactical to Intercept). Each time a screen ZOOMS, your vessel is temporarily circled.

A Helm window has compass, speed, wind & Tactical Indicator, and moves discreetly away as you sail into it.

HARBOR VIEWS ----- (Voyage Start & End)

At high difficulty levels, you may navigate in and out of a harbor selected by the Voyage and the system at random. This function can be frightenly frustrating, somewhat like the real world. There are usually a number of 'kami-kaze' boats in the harbor that are determined to ram you, so carefully study the motions of other vessels before moving into the traffic.

Controls operate as on other screens, and the Harbor view is actually a magnified "Tactical View", so it should be easy to get the idea of how to control the boat. The real problem is the traffic and congestion and the often uncooperative winds.

For safety considerations, you may turn on the engine. Select [e] for engine, or press [+] or [-] to control the engine, and the engine will come on. It is not necessary to deal with the sails in the harbor when the engine is on. For some real excitement, don't turn the engine on, sail out of the harbor!

HINT: If you don't want to deal with the harbor, or the going gets a little too rough, simply select [F9] or [F10] and sail the right direction for a few minutes until you have moved from the harbor area, (of course you must remember the right direction to go from the chart before you entered the harbor). After a few minutes in the cockpit or coach views, the [F7] and [F8] views will act as if you had gotten out of the harbor legitimately. Of course, such a cowardly approach is not rewarded with extra points on the score, and you miss the jangled nerves!

HELMSMAN ----- [F9]

The COCKPIT views show the horizon & waves & sky moving with heel & boat motion. VISIBILITY is restricted to about a mile, so get close to other vessels before switching to the cockpit if you wish to see them. A small Radar that only shows nearby vessels appears on the larger vessels. (Refer to page II-18).

You may notice a greater delay in the refresh and response rate on this screen at times (usually due to the amount of landscape and nearby vessels, which add greatly to the computational and memory loads). Be patient, and depend more on other screens (for example, [F7] or [F8]), rather than frustrate yourself.

Look left/right 90 degrees with [tab<] or [tab>] keys for Forward, Port, Starboard & Aft VIEWS... the View moves to the correct view when using other keys, for example, if you turn on the engine, the view switches to Port View, so don't let it confuse you! Remember to check all screens occasionally.

COACH ----- [F10]

In the completely new COACH function, you view your own vessel, and the surrounding area, from a chase boat. The bottom of the screen shows a window of your Helm and a mini-chart of the current location. The display function is always activated in COACH VIEW, and a directional display shows the direction the Coach is facing, as well as the side of the boat away from the observer (i.e. the direction relative to your vessel).

You still control your own boat as always, with CURSOR/ NUMBER Pad keys, but you can also move the chase boat to look at your boat from different angles and distances. Just use the [tab<] or [tab>] to move the view left or right, as if your are circling around your own boat. Pressing the [F10] key moves the chase boat closer/further from your vessel, like a ZOOM function.

Hit [F10] key for COACH function, or to MOVE CLOSER or FURTHER from your own boat, once you are in the coach function.

You can set the speed of the system & Voyage clocks (or get rid of inactive team members, or change configuration) by pressing [F1], select 'Customization' & the function you want.

----- DO-IT-YOURSELF VOYAGE -----

Voyage # 8 on each Voyage disk is reserved for you to create your own Voyage. Select [F1], and customization. Since this routine will write over any previous 'custom voyages' you have created, the system asks you to confirm your selection.

Each Voyage is composed of a series of 'legs', which you define as a 'from-to' pair. Each leg has two 'segments', for which you set a start-end location, wind and tide direction-speed.

The routine steps thru each step, asking for the 'start' location of each leg. Simply type in the name you want, (i.e a harbor, the nearest point of land, a marker, or lighthouse, or a suitable descriptor), and end with [enter]. Type in the wind and tide factors for the first segment, and hit [enter].

A circle marker shows on the chart, which you move (use the cursor or number pad keys) to the correct location. Press [enter] when it is properly positioned. The system will then step to the next segment. Continue the process until the course is completed.

----- TEAM MEMBERS -----

Sometimes, you may use up all eight sets of available initials for the skippers on the system. (Even the Dolphin Crew is not immune to this! We have many mysterious skippers storming about at Dolphin, using up team positions. These blaggards invariably appear on each of our test computers, running vessels aground, tossing mates overboard, swamping, capsizing and dismasting vessels with reckless abandon.)

You may delete unwanted skippers (or other undesirables) by pressing [F1], and selecting 'customization'. Once you have a summary of the team on the screen, simply type in the initials of the skipper you want deleted, and end with [enter]. That space now becomes available for future use.

----- CLOCKS AND SPEED -----

Few would use a Simulation for long if it were TOO realistic! Imagine if it really took 7 hours for your first computer voyage! Simulation is an interactive tool for your imagination and to do its' job we must take liberties with realism, time & penalties.

VIEW CLOCKS; TIME varies in each view; in the FOREDECK or TRIM views, TIME stops completely, and in the COCKPIT VIEWS, SYSTEM TIME is about 2 times REAL TIME, so a 6 mile sail at 6 kts takes about half an hour! BUT in the NAV CHART the SYSTEM TIME is about 10 times REAL TIME, so a 6 mile sail takes a few minutes! Switching views changes the time to sail a distance, so if you're in a rush, use the tactical views more frequently, but if you want to take your time, use the cockpit views!

SIMULATION CLOCK; The Simulation Clock controls the interface between you and the system, so it runs at a comfortable speed. To set the simulation CLOCK, just select [F1] & 'Customization'. When a clock screen comes up, use the [+] or [-] keys to set the simulator clock speed, so the hand of the clock moves about the same speed as a watch's sweep hand. Usually the clock value will be close to the speed of the machine (i.e. value = '20' for 20 megahertz CPU).

Set the clock to be comfortable for your machine and tastes, but avoid extreme values. If the clock is too fast (i.e. value too low for your machine), the system may not have enough time for you to read messages or enter commands. If the clock is too slow (i.e. value too high for your machine), everything may run too slow, leaving messages up too long, or reading too many commands from the keyboard before executing them.

FUNCTION CONTROLS (Crew Positions & Views)

[F1]	[F2]	[F3]	[F4]	[F5]	[F6]	[F7]	[F8]	[F9]	[F10]
Help	Menu	Freeze	Restart	Trim	Lookout	Navigation	Tactical	Cockpit	Coach

Help	[F1]	[F2]	Main Menu...Exit
Freeze	[F3]	[F4]	Restart
Sail Trim	[F5]	[F6]	Lookout
Navigation	[F7]	[F8]	Tactical
Cockpit	[F9]	[F0]	Coach

[tab<] ZOOM-IN, LOOK Left, SCAN Left, MOVE CHART, etc.

[tab>] ZOOM-OUT, LOOK Right, SCAN Right, MOVE CHART, etc.

[enter] 'OK'

[esc] EXIT, Back-up

VESSEL CONTROLS (Cockpit with Wheel & Winches)

fore-sail	mid-sail	aft-sail	left		right	fore-sail	mid-sail	aft-sail
[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]
tighten sails			steer boat			ease sails		

ease sails	[7]	[8]	[9]	ease sails
steer left	[4]	[5]	[6]	steer right
tighten sails	[1]	[2]	[3]	tighten sails
	fore-sail	mid-sail	aft-sail	

[D] Display option	[K] Keyboard options	[T] Trim option
[E] Engine; on/off	[+] Engine; faster	[-] Engine; slower
[H] Horn (1 beep)	[R] Radio on/off	[S] Sound on/off

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The user should test the programs described in this manual to determine if the operation of the computer programs are suitable for the task desired by the user.

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